OOD Pattern Workshop - Factory

Time Assignment:

总时间1小时，10 分钟快速回顾，25分钟讲解模式，10分钟讲例子，15分钟讨论。

Type: Creational
Define an interface for creating an object, but let subclasses decide which class to instantiate. Lets a class defer instantiation to subclasses.
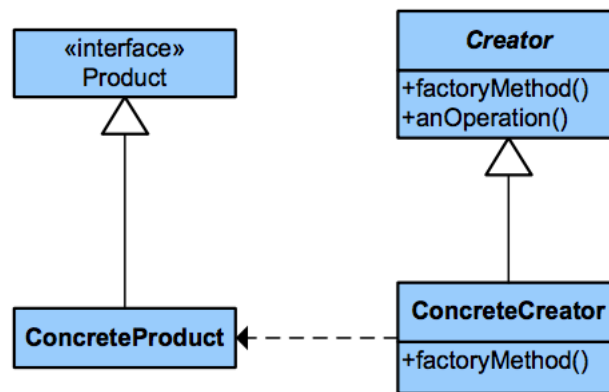定义一个创建产品对象的工厂接口，将实际创建工作推迟到子类当中。

UML 图
抽象工厂(Creator) 具体工厂(ConcreteCreator) 抽象产品(Product) 具体产品(ConcreteProduct)

Factory Method

Type: Creational

What it is:
Define an interface for creating an object, but let subclasses decide which class to instantiate. Lets a class defer instantiation to subclasses.

Compare

抽象工厂
1.定义:创建一组相关或相互依赖的对象提供一个接口，而且无需指定他们的具体类。
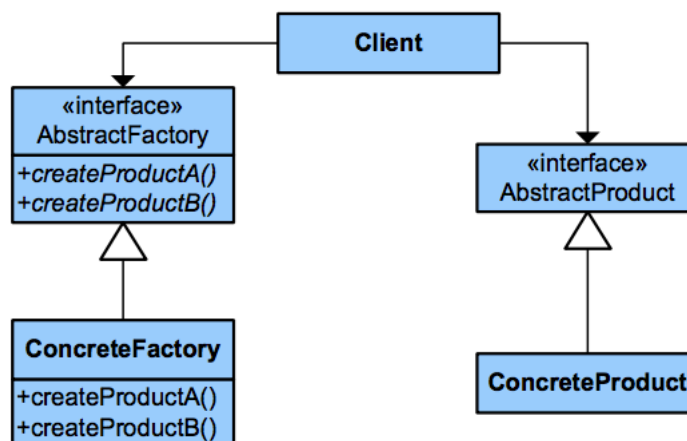2.优点:分离了具体的类,使得易于交换产品系列,利于产品的一致性
3.缺点:难以支持新种类的产品

Abstract Factory

Type: Creational

What it is:
Provides an interface for creating families of related or dependent objects without specifying their concrete class.

FYI:
https://github.com/knight2010/23GOF